

Abaho Katabarwa

abahocodes.github.io

<https://www.linkedin.com/in/abaho-katabarwa>

abahok@alumni.stanford.edu | 650.285.7980

EDUCATION

BROWN UNIVERSITY

MS IN COMPUTER SCIENCE

GPA: 3.83

Started: September 2018 - December 2019 | Providence, RI

STANFORD UNIVERSITY

BS IN COMPUTER SCIENCE

Graduated: June 2015 | Stanford, CA

COURSEWORK

GRADUATE

Deep Learning

Computer Graphics

Computer Vision

Data Science

Machine Learning

Topics in Collaborative Robotics

Reinforcement Learning

UNDERGRADUATE

Programming Abstractions

Artificial Intelligence: Principles & Techniques

General Game Playing

Information Retrieval and Web Search

Object-Oriented Systems Design

Computer Organization and Systems

Principles of Computer Systems

Web Applications

Human-Computer Interaction Design

Design and Analysis of Algorithms

Mobile Application Development

SKILLS

PROGRAMMING LANGUAGES

C • C++ • Python • Java • JavaScript • Ruby • Swift

FRAMEWORKS

iOS • Android • React & React Native • Tensorflow • PyTorch

PLATFORMS

Linux

EXPERIENCE

MICROSOFT | SOFTWARE ENGINEER INTERN

June 2019 – Aug 2019 | Cambridge, MA

- Developed a mobile application that leveraged Microsoft Cognitive Services and image transformation neural networks to empower students to create art
- Architected and built a ReactJS powered community display to showcase students' AI generated art in a major cultural institution

BOWERS & WILKINS | SOFTWARE ENGINEER

June 2015 – June 2018 | Redwood City, CA

- Built the application layer and the proprietary SDK for a Broadcom-based VideoHub set-top box
- Delivered critical features on an iOS application that would serve as the client to the aforementioned VideoHub
- Architected, developed, and delivered an IP camera network discovery and media streaming engine
- Developed a hierarchical multi-process system-wide persistent data store
- Architected, developed, and delivered an audio source/sink manager that sits as the software cornerstone to a suite of networked synchronized speakers
- Developed the third-party audio plugins that enabled Spotify, Roon, and AirPlay support in a multi-media ecosystem

STREETCODE ACADEMY | LEAD TEACHER & CURRICULUM DEVELOPER

Dec 2016 - June 2018 | East Palo Alto, CA

- Taught an introductory 20 week computer science course to a diverse set of students with ages ranging from 5 to 81 years old
- Built a full curriculum for a Python-based graphical introductory computer science course
- Acted as an ambassador for the organization which entailed spearheading growth meetings and facilitating funding rounds

CISCO SYSTEMS | SOFTWARE ENGINEERING INTERN

Jun 2014 - Aug 2014 | San Jose, CA

- Created web-based tool for running automation test scripts using Ruby-On-Rails
- Developed and designed a web front-end for a concept-product that promoted eco-friendliness by allowing Cisco employees to visualize and understand their energy consumption
- Wrote a Java test bed for what will become one of the Cisco Cloud & Virtualization Group's first IaaS services

GOLDMAN SACHS | SOFTWARE ENGINEERING INTERN

June 2013 - Aug 2013 | New York, NY

- Added work-flow enhancements to a web based automated equities trading monitoring engine
- Created an automated trading infrastructure alert system
- Presented a finished project to an audience of senior management and full time employees
- Underwent the formal software development cycle from prototyping, code review, QA, to Prod